Updated June 20, 2026

Corbin Wilhelm

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Education

University of California – Santa Cruz

2022 – 2026 B.A. Art and Design: Games and Playable Media

2022 – 2026 B.A. Art

Awards and Honors

Fall 2022 – Spring 2026 Magna Cum Laude Honors
University of California – Santa Cruz
Santa Cruz, CA

Retained a Grade Point Average of 3.97 for all quarters in between and including Fall of 2022 and Spring of 2026.

2024 Winner of Television Space Original Character Tournament
Online

Experience

2026 – Present Event Coordinator
Television Space Original Character Tournament: Running 2
Online

Assist in organizing a continuation of the first running of the Original Character Tournament by judging submitted entries, designing and creating a hosting website, and drawing additional resources and assets for competitors to use and reference.

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2026 – Present Merrill Fellow Research Assistant
UCSC Merrill College
Santa Cruz, CA

Assist my mentor in administrative tasks, survey and create inventory for workshops and courses, edit material for workshops and courses. Plan community events and assist during events and workshops.

2024 – 2026 TAPS Student Event Corps
UCSC Transportation and Parking Services
Santa Cruz, CA

Assist in administrative tasks, traffic control, barricade repair, parking lot surveying, and running events. Includes creating and printing parking enforcement signs, handling money, and issuing parking permits.

2025 Concept Artist / Environment Artist / Animator
Palette Games
Santa Cruz, CA

Created concepts for sprites and environments across multiple games, finalized conceptual designs with several iterations, assisted in sprite animation.

2021 – 2022 Set Designer / Backstage Tech
Theatre West
Fresno, CA

Proposed and designed set pieces for local productions, employing the use of several physical mediums to achieve texture and realism. Learned and relayed actor cues and set change cues.

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2019 – 2022 Editor / Contributor
The Torch Fine Arts Magazine
Fresno, CA

Reviewed submitted artworks for acceptance into publication, designed page layout, rendered cover and page post-processing, and thumbnailed page arrangements and artwork placements. Proofread literary works when needed.

Publications

2022 *Baptism By Fire*
The Torch Fine Arts Magazine
"The Humble Pianist" – Short Narrative Prose
Fresno, CA

2022 *Baptism By Fire*
The Torch Fine Arts Magazine
David on a Motorcycle – Digital Collage
Fresno, CA

2021 *Heartburn*
The Torch Fine Arts Magazine
Zelenski Family Portrait – Digital Painting
Fresno, CA

Exhibitions

2025 *Myself Included*
Multimedia Installation
Santa Cruz, CA

A self-exploratory combination of written monologue and site-specific audio recording with photographs.

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2024 – 2025 *Creatrain*
Physical Installation Scale Model
Santa Cruz, CA

A prototype for an interactive, educational playground piece focused on engaging children with oceanic subjects to decrease fear and animosity towards ‘creepy-crawlies.’

2024 *In-Out*
Photography Collection
Santa Cruz, CA

A collection toying with duality and shifting lenses. Experiments with intense changes in depth-of-field encourage the viewer to cover one eye at a time and see similar captures in different ways.

Projects

2025 – Present *FLESHPOT*
Interactive Media

A first-person point-and-click adventure game that takes the player through the daily microaggressions and inner turmoils of a queer neurodivergent person.

2025 – Present *Galdrocht Academy*
Tabletop Roleplaying Game

An experimental turn-based TTRPG dating simulator focused on accessibility, replayability and scaling difficulty.

2025 *Color Mash* – Collaborator
Interactive Media with Palette Games

A 2D puzzle platformer focused on color-coding and color theory.

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2025 *RPS 999* – Collaborator
Interactive Media with Palette Games

Roguelike Rock Paper Scissors with deckbuilding elements.

2024 – 2025 *Across the Drawing Board*
Interactive Media Character and Environment Concepts

A hypnagogic queer allegory that takes the player through the long and difficult process of exploring and becoming cemented in one's identity.

2024 *HR Department*
Narrative Concept and Animated Exploration

Otis (Otto) Truett McClain is an ex-con just looking for a job. When he's finally offered one, he doesn't realize his boss is a monster. But he doesn't really care– monster or not, the guy's hot.

2023 – 2024 *Television Space Original Character Tournament: Jac* – Writer and Storyboarder
Multimedia Narrative with Christela Sokra (entries Audition-3)
Literary Narrative (entry 4)

The Grand Mediator of Protocity is interdimensionally abducted into a competition stretching across worlds. If he wins, which is easier said than done, he'll be granted practically any wish he wants.

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2023 – 2024 *Love Beyond Order*
Graphic Novella

Two gods managed to fall in love despite their very essences being polar opposites– and their daughter is living proof that a bond that strong doesn't care about order.